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(54) Title of the Invention: Game System

(57) Abstract

[Problems to be Solved by the Invention] To provide the game equipment with which players take advantage of various kinds of possibility effectively to play a game without defining a specific role to acquire a bonus, and even if it is not the highest bet number.

[Means to Solve the Problem] The game equipment which bets a predetermined number of points for acquiring qualification to participate in a game before the start of the main game performed by the main game control means or during a play and, at the same time, saves a predetermined proportion of the bet point as the financial funds of the bonus point is equipped with a means for counting and displaying the said bonus point saved; a subgame lottery means which draws lots to decide whether or not a subgame is to be executed based on the probability of winning set up beforehand when the bonus point counted by said counting and displaying means reaches a predetermined number; and a subgame control means which executes a subgame when the lot of execution of a subgame is drawn by said subgame lottery means, pays out said bonus point based on the result of a subgame and, at the same time, initializes the bonus point displayed by said means for counting and displaying.

[CLAIMS]

[Claim 1] A game system characterized by the fact that the game equipment which bets a predetermined number of points for acquiring qualification to participate in a game before the start of the main game performed by the main game control means or during a play and, at the same time, saves a predetermined proportion of the bet point as the financial funds of the bonus point is equipped with
a means for counting and displaying the said bonus point saved;
a subgame lottery means which draws lots to decide whether or not a subgame is to be executed based on the probability of winning set up beforehand when the bonus point counted by said counting and displaying means reaches a predetermined number;
and a subgame control means which executes a subgame when the lot of execution of a subgame is drawn by said subgame lottery means, pays out said bonus point based on the result of a subgame and, at the same time, initializes the bonus point displayed by said means for counting and displaying.

[Claim 2] A game system characterized by the fact that the game equipment is equipped with one or more game terminal units which bet a predetermined number of points for acquiring qualification to participate in the game before the start of the main game executed by the main game control means or during a play and, at the same time, save a predetermined proportion of the bet point as the financial funds of the bonus point;
a means for counting and displaying which is interlocked with said game terminal unit, and counts and displays said bonus point saved by each of game terminal units or not;
a subgame lottery means which draws lots to decide whether or not a subgame is to be executed based on the probability of winning set up beforehand when the bonus point counted by said counting and displaying means reaches a predetermined number;
and a subgame control means which executes a subgame when the lot of execution of a subgame is drawn by said subgame lottery means;
and said subgame control means pays out said bonus point based on the result of a subgame and, at the same time, initializes the bonus point displayed by said means for counting and displaying.

[Claim 3] A game system characterized by the fact that it is game equipment equipped with the main game control means which executes and controls the main game which is played in order to complete any one role out of two or more roles set up beforehand; and the game equipment is also equipped with
one or more game terminal units which have a means to accumulate the point bet in order to acquire qualification to participate in the main game, and receive a payout of the point corresponding to a role based on the completion of the role by the main game;
a means for counting the number of points bet before the start of the main game by said game terminal unit or during a play;
a bonus point addition means which adds to the number of bonus points a predetermined proportion of the number of bonus points counted by said means for counting the points;
a subgame lottery means which draws lots to decide whether or not a subgame is to be executed based on the probability of winning set up beforehand when the number of points added by said bonus point addition means reaches a predetermined number;
and a subgame control means which executes a subgame when the lot of execution of a subgame is drawn by said subgame lottery means;

and said subgame control means pays out the bonus point added by the bonus point addition means based on the result of a subgame executed and, at the same time, initializes the bonus point added by said bonus point addition means.

[Claim 4] The game equipment as described in Claim 1, 2 or 3 characterized by the fact that the subgame executed by said subgame control means is a game that has contents different from the game contents of the main game executed by said main game control means.

[Claim 5] The game equipment as described in Claim 4 characterized by the fact that a medal or coin is used for the point to acquire qualification to participate in a game.

[DETAILED DESCRIPTION OF THE INVENTION]

[0001]

[Technical Field of the Invention] The present invention relates to the field of the game equipment in which a medal (or coin) and the like are used for acquiring a right to participate in a game.

[0002] [Background of the Invention] In recent years, various types of medal game equipment have been provided in which qualification for participating in a game is obtained by throwing in a predetermined number of the medal (or coin). In such medal game equipment, usually a game is played by operating an operation button on a console after the medal is thrown in. According to this game result, confiscation of the medal thrown in or a payout of the medal is carried out.

[0003] Moreover, among such medal game equipments, there is the so-called multiple machine linkage type bonus game equipment in which a certain portion of the number of the medals thrown in each game machine is saved collectively by generalizing and controlling multiple sets of game machines, and according to the game result, a payout of the medals saved (henceforth, bonus medal) is carried out. In such bonus game equipment, when cards are used as a motif, card games such as, for example, a poker game, blackjack and the like can be played by each of the interlocked game machines.

[0004] As an example, in the bonus game equipment to play a poker, multiple sets of medal game machines each of which plays a poker game are interlocked to construct bonus game equipment, and a certain portion of the number of the medals thrown in each machine is collectively saved as the bonus medal. Then, the rule is such that the amount saved is paid out by winning with a specific role against a computer which is the adversary.

[0005] In this case, if the specific role is set to a role that can be made simply, since it will be expected that it is in a too advantageous condition to a player, generally a difficult role to be completed, for instance, if the above-mentioned poker game is used as an example, the role of the royal flush, straight flush, four cards or the like, is set up as the specific role.

[0006]

[Prior Art] For the above-mentioned bonus game equipment, there is the progressive type bonus game equipment (henceforth, progressive game equipment) in which a medal can be thrown in not only prior to the start of a game but also during a game.

Conventionally, for this type of the progressing equipment, there are those as described in the U.S. Patent No. 4,837,728 and U.S.A. Patent No. 5,116,055.

[0007] By interlocking 6 ~ 16 sets of medal machines, the former progressive game equipment constitutes one group and displays the progressive bonus (equivalent to the above-mentioned bonus medal) number of sheets for every specific role; for every number of medal sheets (in this case, coin) thrown in, a certain proportion of the number of sheets thrown in is distributed to each progressive bonus and added to the bonus value.

[0008] Then, when someone of multiple players in each medal machine game wins with the specific role which has the right to receive a payout of a progressive bonus, the medals corresponding to the progressive bonus value of that role are paid out to the player who won. However, in order to receive a payout of a progressive bonus, it is restricted to the case (maximum bet) that the medals of the maximum number of sheets that can be bet which is decided beforehand are bet. This is for eliminating unfairness that arises between a player who bets only one piece and a high bettor. When a payout is completed, the progressive bonus value paid out is set to the initial value.

[0009] On the other hand, in the latter progressive game equipment, machines having different play characteristics, for example, like a slot machine and poker machine, or various different types of machines, for example, those in which the values of the medals (units of money thrown in like a 10 cent coin and one dollar coin) thrown in are different, or the winning frequencies are different like 3 reels and 4 reels in slot machines, are interlocked with the system. In the working example, 4 sets of different machines are interlocked.

[0010] In this case, in order to maintain fairness, in these four different sets of machines, approximately uniform wins can be obtained in each machine. To be precise, a certain fair proportion of medals thrown in is to be subscribed to each machine which is computed by taking into consideration the number of medals thrown in, amount of money, hit frequency, progressive bonus value and the like in each machine. Namely, each individual machine is to bear the predetermined progressive bonus value.

[0011] And, like the aforementioned example, when someone of multiple players in each machine wins with a specific role having a right to receive the progressive payout, the medals corresponding to the progressive bonus value of that role are paid out to the player who won and, when the payout is completed, the progressive bonus value paid out is set to the initial value. However, in the present example as well, in order to secure the progressive bonus, the maximum bet and completion of the specific role having the right to acquire the progressive bonus are the conditions.

[0012]

[Problems to be Solved by the Invention] Nevertheless, in such conventional bonus game equipment, since the configuration was such that in order to obtain a large amount of payout of the medal the acquisition of a bonus medal must be sought, there was the problem as described below.

[0013] Namely, in the aforementioned bonus game equipment, in order to acquire a bonus medal, a player ignores a role which is relatively easy to complete, and plays a game from beginning to end only to compete as to who will complete first the limited specific role. Since this specific role, as aforementioned, is usually set to a role which is difficult to complete, a player is to go out of his or her way to make a difficult role. As a result, winning or losing in a game largely depends on the hand distributed first, namely,

luck. Thus, there was a problem that strategies such as fine maneuvers and the like which such a game originally has did not function effectively.

[0014] [Objective] The present invention was devised under such circumstances. Its objective is to provide the game equipment with which players take advantage of various kinds of possibility effectively to play a game without defining a specific role to acquire a bonus, and even if it is not the highest bet number.

[0015]

[Means to Solve the Problem] The invention described in Claim 1 is characterized by the fact that, the game equipment which bets a predetermined number of points for acquiring qualification to participate in a game before the start of the main game performed by the main game control means or during a play and, at the same time, saves a predetermined proportion of the bet point as the financial funds of the bonus point is equipped with a means for counting and displaying the said bonus point saved; a subgame lottery means which draws lots to decide whether or not a subgame is to be executed based on the probability of winning set up beforehand when the bonus point counted by said counting and displaying means reaches a predetermined number; and a subgame control means which executes a subgame when the lot of execution of a subgame is drawn by said subgame lottery means, pays out said bonus point based on the result of a subgame and, at the same time, initializes the bonus point displayed by said means for counting and displaying.

[0016] And, the invention described in Claim 2 is characterized by the fact that game equipment is equipped with one or more game terminal units which bet a predetermined number of points for acquiring qualification to participate in the game before the start of the main game executed by the main game control means or during a play and, at the same time, save a predetermined proportion of the bet point as the financial funds of the bonus point;

a means for counting and displaying which is interlocked with said game terminal unit, and counts and displays said bonus point saved by each of game terminal units;

a subgame lottery means which draws lots to decide whether or not a subgame is to be executed based on the probability of winning set up beforehand when the bonus point counted by said counting and displaying means reaches a predetermined number;

and a subgame control means which executes a subgame when the lot of execution of a subgame is drawn by said subgame lottery means;

and said subgame control means pays out said bonus point based on the result of a subgame and, at the same time, initializes the bonus point displayed by said means for counting and displaying.

[0017] Moreover the invention described in Claim 3 is characterized by the fact that it is game equipment equipped with the main game control means which executes and controls the main game which is played in order to complete any one role out of two or more roles set up beforehand; and the game equipment is also equipped with one or more game terminal units which have a means to accumulate the point bet in order to acquire qualification to participate in the main game, and receive a payout of the point corresponding to a role based on the completion of the role by the main game; a means for counting the number of points bet before the start of the main game by said game terminal unit or during a play;

a bonus point addition means which adds to the number of bonus points a predetermined proportion of the number of bonus points counted by said means for counting the points; a subgame lottery means which draws lots to decide whether or not a subgame is to be executed based on the probability of winning set up beforehand when the number of points added by said bonus point addition means reaches a predetermined number; and a subgame control means which executes a subgame when the lot of execution of a subgame is drawn by said subgame lottery means; and said subgame control means pays out the bonus point added by the bonus point addition means based on the result of a subgame executed and, at the same time, initializes the bonus point added by said bonus point addition means.

[0018] In this case, in addition to the invention described in Claim 1, 2 or 3, as described in Claim 4, it is effective that the subgame executed by the aforementioned subgame control means is a game which has contents different from the game contents of the main game executed by the aforementioned main game control means. And as for the point for acquiring qualification to participate in a game, for example, using a medal (or coin) may be considered.

[0019] Thus, in the present invention, when the predetermined proportion of the point for acquiring qualification to participate in a game is saved as the financial funds of the bonus point, and the bonus point reaches the predetermined number, if lots are drawn to decide whether or not a subgame is to be executed and lots are drawn to execute a subgame, by performing a payout of bonus points based on the performance result of a subgame a specific role for acquiring bonus points does not have to be defined; moreover, even if it is not the highest number of bet one can participate in a subgame for acquiring bonus points.

[0020] [Embodiment of the Invention] One suitable mode of embodiment of the present invention is described based on drawings in the following. Figure 1 is the whole external view showing one mode of embodiment of game equipment 1 of the present invention. Figure 2 is a block diagram showing the control system of game equipment 1 in Figure 1, and Figures 3 ~ 5 are block diagrams showing the principal section configuration of Figure 2. Moreover, the following explanation explains on the basis that the progressive game equipment in which a medal is used for the point to participate in a game is employed, and a poker game is played as the game contents.

[0021] In the present example, in order to remove various kinds of restrictions in the conventional example, it is configured so as to execute a new race type game as a subgame to acquire the bonus medal saved (bonus point in the present example). In this subgame, players compete against one another for a chance to win, and the bonus medal (dividend medal) is to be paid out to the first player who reaches the goal.

[0022] Figure 1 is the whole external view showing one mode of embodiment of game equipment 1 having a subgame. As shown in Figure 1, game equipment 1 of the present example is roughly divided into the configuration of six sets of poker game machine (game terminal unit) 2 and management equipment 3 which carries out centralized management of each poker machine 2. Each of poker machine 2 is the equipment with which a different player plays a poker game. This poker machine 2 is a rectangular parallelepiped box, and arranged in the front face upper part is display panel 4 which displays the type of role and the odds for every role according to a poker game; monitor TV 5 is arranged in the lower part.

[0023] And, console 6 which protrudes forth is set up in the lower end position of monitor TV 5. In console 6, multiple operation buttons 7 are arranged, and medal input port 8 is set in the right side position. Furthermore, ornament panel 9 is adhered to the lower part position of console 6, medal payout port 10 is extended and set from the interior side of ornament panel 9 to the lower part position, and medal tray 11 is formed under medal payout port 10. Such poker game machines 2 is placed on each independent stand 12.

[0024] Additionally, an ID number is attached with a name called from station 1 to station 6 to each of 6 sets of game machine 2. Six sets of poker machine 2 constitute one group, and are subjected to a centralized control by management equipment 3. Management equipment 3 controls each of six sets of game machine 2 that constitute one group. At the same time, roughly in the center of the upper part location where each poker machine 2 is arranged in a single file, management equipment 3 performs the display control on first race game display 13 arranged on the upper tier side, second race game display 14 arranged in the central location on the lower tier side and ornament display 15 arranged in the right-and-left locations of second race game display 14. Here, when first race game display 13 or second race game display 14 performs the first or second race game as a subgame, it becomes the display to display the number of dividend medals on one side of the display, and to display game information on real time on the other side of the display.

[0025] Figure 2 is a block diagram showing the control system of game equipment 1 in Figure 1. As shown in Figure 2, poker game machine 2 comprises poker main board 21 and 1/F board 22, and poker main board 21 has the function of the main game control means and counting and displaying means, and carries out various types of control in each poker game machine 2. To be precise, each of them performs the control of monitor TV 5, various types of display and other medal payout hoppers with the control function of poker main board 21. Moreover, 1/F board 22 inputs various types of information signals such as the system information transmitted from management equipment 3 (mainly main board 31) which carries out the centralized control of poker game machine 2 of stations 1 ~ 6, information on the accumulated number of sheets of a current bonus medal, meter information and the like, and outputs to management equipment 3 operation information signals such as the poker game condition, number of bet sheets and the like in each poker machine 2, and demand signals such as a calendar setup and meter information.

[0026] Management equipment 3 comprises main board 31, sound board 32, speaker 33, power unit 34, 7 segment LED board 35, key switch 36, first race game display 13 and second race game display 14. First game display 13 has dot display 37 and control board 38. Similarly, second game display 14 has dot display 39 and control board 40.

[0027] Moreover, sound board 32 drives right and left speakers 33 based on information signals such as performance number assignment information, performance termination information and the like, and reproduces BGM and the sound effect. Based on the information signals such as the displayed number of medal sheets outputted from main board 31, message indicator directions, message contents registration and the like, control boards 38 and 40 display on dot displays 37 and 39 and, at the same time, blink the stroboscope lamp built in display 15 for ornament through the lamp drive board, which is

not illustrated, and drive other LED units through the LED drive board, which is not illustrated. Moreover, 7 segment LED board 35 is equipped with four 7 segment LED which display information in the game board, two push switches used at the time of the test mode and two rotary switches for changing various types of setup.

[0028] Figure 3 is a block diagram showing the configuration of poker main board 21. Poker main board 21 comprises CPU (MC 68000 made by Motorola Co. was used) 41, ROM 42, RAM 43, calendar timer 44, watchdog timer 45, backup battery 46, power checker 47, I/O port 48, ACRTC (Advanced CRI Controller) 49, monitor TV5, serial I/O50, RS-232 C driver 51, DIP switch 52 and I/O device 53 such as a lamp, button, hopper and the like.

[0029] CPU 41 is a microprocessor of 32 bits of internal processing serving as the nerve center of poker main board 21 which controls other various circuits, and performs various types of program processing based on the program processing procedure stored in ROM 42. ROM 42 is a semiconductor memory which stores various control programs, data and the like utilized by CPU 41. RAM 43 is a semiconductor memory which stores the program data utilized during program processing in CPU 41, or memorizes temporarily various data relevant to a poker game, and is utilized as a working area.

[0030] Calendar timer 44 is a timer for obtaining the information on the date and current time used by CPU 41. Watchdog timer 45 is to watch the action of CPU 41 to prevent interruption (or suspension) of the program execution caused by a runaway of CPU 41. Backup battery 46 consists of a lithium cell and the like; by supplying power to RAM 43, calendar timer 44 and watchdog timer 45, it becomes a sub power source for compensating their actions even if the electric power supply stops from the main power source.

[0031] Power checker 47 supplies power to poker main board 21 through I/O port 48 until game data is evacuated to RAM 13 when the power supply from the main power source is suspended by unforeseen accidents such as power outage caused by thunderbolt and the like (in the present example, sufficient allowances are foreseen, and it is set at about 5 seconds); it plays a role like uninterruptible power equipment). I/O port 48 is an input / output end for exchanging signals with the exterior; DIP switch 52 and I/O device 53, which are described later, are connected to it. Moreover, it is connected to I/F board 22 through the signal channel with 8 bits of input and 9 bits of output.

[0032] ACRTC 49 is a drawing chip for performing high-speed image display to monitor TV5 based on the drawing instruction from CPU 41. Serial I/O50 is an input / output end for serial transmission, and performs serial transmission based on RS-232C by RS-232C driver 5 connected to serial I/O50. DIP switch 52 consists of four 8-bit switches, and these switches support, for example, a setup of upper limits of payout number of sheets, a setup of upper limits of credit number of sheets, modification of a card design and the like; various setups are changed by changing bit setups. I/O device 53 comprises a lamp, button, hopper and the like as aforementioned; each of them performs the predetermined action based on the control instruction from CPU 41.

[0033] Figure 4 is a block diagram showing the configuration of I/F board 22. I/F board 22 comprises CPU (Z 80 made by Zilog is used) 54, ROM 55, RAM 56, I/O port 57, serial I/O 58, RS-422 driver 59 and rotary switch 60. CPU 54 is a microprocessor of 8 bits which serves as the control center of various circuits of I/F board 22 based on the NMI interrupt signal from poker main board 21; it performs input / output control

program processing based on the program processing procedure stored in ROM 55. ROM 55 is a semiconductor memory which stores the input / output control program, data and the like utilized by CPU 54. RAM 56 is a semiconductor memory which stores the program data used during program processing in CPU 54, memorizes temporarily various data relevant to input output processing, and is used as a working area.

[0034] I/O port 57 is an input / output end for exchanging signals with the exterior; and connected to rotary switch 60 which is described later. Moreover, it is connected to poker main board 21 through the signal channel with 8 bits of input and 8 bits of output. Serial I/O 58 is an input output end for serial transmission, and performs serial transmission based on RS-422 by RSS 422 driver 59 connected to serial I/O 58. Rotary switch 60 consists of two 4 bit switches; by changing the set point of these switches, the ID number of poker game machine 2 is set up.

[0035] Figure 5 is a block diagram showing the configuration of main board 31. Main board 31 comprises CPU (MC 68000 made by Motorola Co. is used) 61, ROM 62, RAM 63, Calendar timer 64, watchdog timer 65, backup battery 66, power checker 67, I/O port 68, serial I/O 69 P for poker game machines, serial I/O 69S for sounds, serial I/O 69D for display, RS-422 driver 70 P, RS-422 driver 70 D and DIP switch 71. The above-mentioned CPU 61, ROM 12, RAM 63, calendar timer 64, watchdog timer 65, backup battery 66 and power checker have the functions almost the same as those of CPU 41, ROM 42, RAM 43, calendar timer 44, watchdog timer 45, backup battery 48 and power checker 47 in poker main board 21 of Figure 3.

[0036] This main board 31 has each function of a point accumulation means, bonus point addition means, subgame lottery means and subgame control means. It controls the distribution of the number of medals (bet number) bet in each poker game machine 2, and displays the dividend medal number to first race game display 13 and second race game display 14 through control board 38 and control board 40, respectively. At the same time, when either race game begins, it controls in such a way that one of two displays the game information on real time, and displays the station number which gains the final victory and the number of medals acquired.

[0037] I/O port 48 is an input output end to exchange signals with the exterior, and is connected to DIP switch 71, which is described later. And, it is connected to I/F board 22 through eight signal channels and, additionally, connected to 7 segment LED board 35 in Figure 2. Serial I/O 69 P for poker game machines, serial I/O 69 S for sounds and serial I/O 69 D for display are input output ends for serial transmission. Serial I/O 69 P for poker machines performs serial transmission based on RS-422 by RS-422 driver 70 P, I/O 69 S for sounds assigns the sound performance by MIDI to sound board 32 in Figure 2, and serial I/O 69 D for display performs serial transmission based on RS-422 by RS-422 driver 70 D. DIP switch 71 consists of three 8 bit switches and changes various types of setup.

[0038] Next, the operation of the above-mentioned one embodiment mode is described with reference to Figure 6, Figure 7 and Figures 8 ~ 11. Figure 6 and Figure 7 are flow charts to explain the operation example of the present example. A processing step is shown by S in the following. First, when the power source of game equipment 1 is turned on, in each poker game machine 2, it will be in a waiting state until the play of a poker game begins, so-called the state of stand-by (S I). At this time, right after the power is turned on, after a lapse of certain time, an advertisement screen for explaining a

series of flows in a poker game is displayed repeatedly on the screen of monitor TV5, and performing a play is waited.

[0039] And, whether or not the payout button, which is one of the operation buttons, is pushed is checked, (S 2) and when the payout button is pushed, after the payout is performed (S 23), a game is completed. Here, since this payout button generally is not pushed except when a game is completed, at first (S 3) it progresses. In this state, by betting a medal from a credit by throwing a medal in medal input port 8 or pushing the bet button, which is one of operation buttons 7, the number of medals bet is counted (S 3). Subsequently, whether or not a start button, which is one of operation buttons 7, is pushed is checked (S 4) until the start button is pushed, the above-mentioned processes from S 3 to S 4 are performed repeatedly, the medal number bet is increased, and the bet number is determined.

[0040] If a start button is pushed when the bet number is determined, 2% of the bet number is added in the predetermined proportion of allocation to the bonus values of the first race game and second race game (S 5), and the added bonus value is displayed as the number of dividend medals on each of the aforementioned first and second race game displays 13 and 14 (S 6). Subsequently, whether or not currently it is in a race game is checked (S 7). If it is not in the race game, whether or not the predetermined number of sheets of dividend medals is saved is checked (S 8). If the predetermined number of sheets is reached, the lot of each race game is drawn at the predetermined probability (S 9).

[0041] On the other hand, in the above-mentioned judgment processing of S 8, when the dividend medals are short of the predetermined number of sheets, moreover when they are out of the lottery of both race games, a poker game is started (S 10). Figure 8 ~ Figure 11 show the screen displayed by monitor TV 5 during the game of the present example. In each drawing, a, b, c, d, e and f respectively show the combination information display region, card race game display region, player card display region, WAGER WIN display region, CREDITS PAID display region and game information display region.

[0042] Figure 8 is one example of the screen condition in which five cards are distributed and displayed with the face up on the player card display. Here, in combination information display region a in the upper left section of the screen, the odds corresponding to the winning card combination are displayed, and five cards are displayed in card race game display region b of the upper right section. And, based on the cards distributed to players, in order to make a role a player aims at from the roles that have the possibility of completion, several cards are exchanged to make a role.

[0043] As a result of a game, whether or not the role is completed is checked (S 11).

When the role is completed is checked (S 11). When the role cannot be made, the processing from the above-mentioned S 1 is performed repeatedly. On the other hand, as a result of a game, when the role is made, the medal number obtained by multiplying a bet number by the role odds is displayed, as the acquired medal number, in the WIN part of WAGER WIN display region d inside monitor TV 5 (S 12). At the same time, if the collection button is pushed, the acquired medal number is added to a credit and displayed in the CREDITS part of CREDITS PAID display region e (S 22), and the processing from the above-mentioned S 1 is performed repeatedly.

[0044] Moreover, in the above-mentioned decision processing of S 9, if the lottery of a race game is won, as shown Figure 9, a notification on the initiation of a race game is displayed in each monitor TV 5 (S 13), and a race game which becomes a subgame is started (S 14). In addition, in game equipment 1 of the present example, since a player chooses arbitrary poker game machine 2, starts a game freely and advances the game at will, the game initiation, advance and completion vary from player to player. For this reason, not all players start a game all at once and, as soon as the game currently in progress is completed, one participates in a game from the next game.

[0045] Figure 9 shows one example of the screen condition displayed on monitor TV 5 right before a race game starts. In Figure 9, five cards are distributed and displaced with the face up on monitor TV 5, and, in addition to the combination of the winning cards and the corresponding odds (odds x bet number), the points gained for every role given to a race game and events are displaced in combination information display area a in the upper left section of the screen. Moreover, in card race game display region b in the upper right part of the screen, the text ("FIRST RACE GAME START!") which indicates the start of a race game in place of the image display of exchange cards is displayed. In addition, Figure 9 shows the situation in which by chance the lottery of the first race game is won, and the first race game initiation character information is displayed.

[0046] And, for the players in a game in progress at other stations (poker game machine 2), the information which notifies the initiation of a race game is displayed in game information display region f of monitor TV 5 (not shown in the drawing) and, at the same time, the character information (not shown in the drawing) which notifies the initiation of the first race game in place of the second dividend medal number which is displayed usually is displayed in second race game display 14 of Figure 1 as well. Furthermore, speaker 33 is driven to report with voice the information on the initiation of the first race game. Thus, other players also participate in a race game one by one.

[0047] Figure 10 shows the condition that card race game display region b of monitor TV 5 switches to the display of each score situation in the race game of the stations of No. 1 to No. 6. This race game is a game advanced in the form in which players are pitched against one another, and the winner is to acquire the dividend. In the present example, unless medals of 50 or more sheets in the first race game, and medals of 20 or more sheets in the second race game are accumulated, the lot of each race game is not to be drawn. As compared to the first race game, from the viewpoint of reducing the number of accumulated medals, in the second race game, the lottery probability is set higher than that of the first race game.

[0048] As a player watches the score situation of a race game of other stations, in order to make a role which can score or gain an advantageous event among the roles that can be completed from the distributed cards, the player exchanges a few cards to make a role. As a result of a game, whether or not a role is made is checked (S 15), and if a role is not made the processing from the above-mentioned S 1 is repeated and performed. On the other hand, as a result of a game, when a role cannot be made (sic), the addition of the point and event processing based on the rule of a race game is performed (S 16).

[0049] Figure 11 shows the point corresponding to a role of a race game and the event example. As shown in Figure 11, since two highly ranked roles ("ROYAL FLUSH" and "STRAIGHT FLUSH") have a low probability to make a role, events are not set especially; instead, high odds and points are to be obtained. For the subsequent sevens

roles, the event is set for each of them. When it is competed by processing the event, the processing is performed based on the rule described in Figure 11.

[0050] And, the existence of race game acquisition is judged (S 17). If it is in the middle of a race game, advancement is made to the above-mentioned S 12 and, as aforementioned, the medal number acquired by multiplying a bet number by the odds of a role is displayed as the medal number acquired in the WIN part of WAGER WIN display region d in monitor TV 5. At the same time, the medal number acquired is added to a credit, displayed in the CREDITS part of CREDITS PAID display region e, and the processing from the above-mentioned S 1 is performed repeatedly.

[0051] In addition, if the point added by the event processing of the above-mentioned S 16 reaches a goal (100 points), a judgment is made that the race game is won (S 17), the number of dividend medals is added to the medal number in which a bet number is multiplied by the odds of a role (S 18), and the total medal number acquired is displayed in the WIN part of WAGER WIN display region d of monitor TV 5. At the same time, displayed as game information in second race game display 14 are the station number and medal number acquired, and speaker 33 is driven to generate sounds. Furthermore, the stroboscope lamp is driven through the lamp drive board, which is not shown in the drawing, to blink display 15 for an ornament, and a notification is made to all players that a winner of the race game has appeared (S 19).

[0052] Subsequently, the dividend medal number displayed in first race game display 13 is returned to the initial value and, at the same time, the display of the second race game display is returned to the display of the dividend medal number of the second race game (S 20), the screen display of a race game of monitor TV 5 in each station is eliminated and the screen display is returned to a regular poker game (S 21). Then, the acquired medal number is added and displayed in the CREDITS part of CREDITS PAID display region e, and a return to processing from the above-mentioned S 1 is made. After returning to S 1, when a game is played again, a medal is bet. Moreover, when a game is completed, a payout of credited medals from payout port 10 is performed by pushing a payout button. After the completion, poker game machine 2 waits for the next play and remains in the state of stand-by. A game proceeds in accordance with the above flow.

[0053] Now, one example of a race game of S 14 ~ S 17 from the start to development in the flow chart of Figure 7 is described in detail on referring to Figure 10 and Figure 12.

In Figure 10, a race game is started with a bet number of 5 at station No. 1, and a screen right before the start of a game where 5 cards are distributed with the face up is displayed in player card display region c. Here, displayed in combination information display region a in the upper left section of the screen are the combination of winning cards, the corresponding odds, a point for every role given to the race game and the event. In card race game display region b, a screen informing of the score situation of the race games at the stations of 1 ~ 6 is displayed. This display shows that, if a goal is reached at this point in time, the acquirable medal number is 123 sheets, and right after the race game started there has been no player yet who gains a point from the race game.

[0054] Figure 12 shows one example of the process of advancement of a race game viewed from the display screen of station No. 1 under the situation in which the game is advanced by players of each station. Figure 12 shows the situation that balloons are raised in proportion to the acquired number of points for each station of 1 ~ 6 in card race game display region b, each of the acquired point number and point number saved in a

bank is displayed and, at the same time, the dividend medal number also increases to 155 sheets and the race game is progressing. Moreover, in order to avoid misconception with one's station and other stations, a different color from those of the other stations is given to the balloon of No. 1 which shows one's station. In addition, for the method for avoiding this misconception, for example, other techniques such as highlighting the No. 1 framework and the like may also be used.

[0055] When the balloon display screen of Figure 12 is viewed, it can be seen that currently station No. 2 has the minimum distance from the goal and, at this point in time, is the most advantageous; on the other hand, this advantage also gives other stations a chance for winning a losing game at one of the subsequent games. Namely, since in order to win a race game for station No. 2, it is only necessary to gain 20 more points, if a play is made at 5 bets, constructing either a role above "FULL HOUSE" or a role of "3 OF A KIND" makes the total sum with 10 points of one's bank to 20 points to win a race game. Therefore, the advantage can be seen also from the degree of difficulty in the combination construction.

[0056] On the other hand, at station No.1, 35 more points are needed to a goal. For this, it depends on the event in which either a role higher than "STRAIGHT FLUSH" or the role of "4 OF A KIND" is constructed to replace the top. Similarly, at station No. 5, 49 more points are needed to a goal, and in order to gain 49 or more points by completing a role, there is no other way but to construct the role of "ROYAL FLUSH". This is the most difficult task. In reality, "4 OF A KIND" is considered to be the role to be aimed at. And, at station No. 3 and No. 4, only constructing the role of "4 OF A KIND" to aim at the event of replacing the top can give a chance of one shot inversion. However, by completing the role of "FULL HOUSE" (the points of all the members other than oneself are dropped by a unit of 10 points) or "FLUSH" (the top points are dropped by a unit of 10 points), one can earn points for oneself as he or she always threatens the top and other players. Thus, the hand distributed to each one, strategies and the match luck become entangled intricately, and the importance of strategies to a match is raised from the existent level. Moreover, by advancing a race game in a wagering-war format, the development of a game that does not make one's mind escape till the end can be expected, and interest can always be maintained.

[0057] As described above, in the present example, in order to acquire dividend medals, a race game is advanced with the distributed cards, strategies, match luck and a wagering-war format without sticking to the bet number or a role which is difficult to complete. Consequently, a game can be provided which does not make one's mind escape till the end, does not make one get bored and is very interesting. In this case, a player does not have to go out of his or her way to make a difficult role, and the strategies such as fine maneuvers and the like that a game originally has are to function effectively.

[0058] In addition, in the above-mentioned example, in order to acquire dividend medals, without sticking particularly to the bet number and a difficult role to complete, a game is advanced in a wagering-war format as the event by a role is employed. As for the event, however, it can be set up freely, and it does not matter if the first race game and second race game are replaced by those with completely different event configurations and different types of race games.

[0059] Moreover, in the above-mentioned example, while the number of dividend medals of a race game is made into the progressive type (a throw-in of a medal is accepted also

during a game), the dividend medal number of each race game may be fixed prior to a game, and the predetermined proportion of the bet number may also be saved inside as the financial funds. Thus, since the predetermined proportion of the bet number during a game can be saved inside as it is as the financial funds by setting a race game which is performed with a fixed number of dividend number, there is an advantage that the timing to start the subsequent game becomes early.

[0060] And, in the above-mentioned example, while a race game is constructed with a poker game as a motif, for example, it is possible to play blackjack in the trump game, and also to play the horse race, bingo game and the like. Moreover, it can be easily applied also to the slot machine having a display and, further, to other game equipments which form a group configuration.

[0061]

[Effect of the Invention] According to the present invention, since, without defining the specific role for gaining the bonus point and without the highest bet number one can participate in the subgame for acquiring the bonus point, a player can employ various possibilities effectively to play a game as the player maps out a strategy such as fine maneuvers without sticking to the specific role.

[BRIEF DESCRIPTION OF DRAWINGS]

[Figure 1] Whole external view of the game equipment of the present working example.

[Figure 2] Block diagram showing the control system of the game equipment in Figure 1.

[Figure 3] Block diagram showing the configuration of the poker main board in Figure 2.

[Figure 4] Block diagram showing the configuration of the I/F board part in Figure 2.

[Figure 5] Block diagram showing the main board part in Figure 2.

[Figure 6] Flow chart for describing the operation example of the present working example.

[Figure 7] Flow chart for describing the operation example of the present working example which is continued from Figure 6.

[Figure 8] Drawing showing the example of a display of the monitor TV during a game in action for describing the operation example.

[Figure 9] Drawing showing the example of a display of the monitor TV during a game in action for describing the operation example.

[Figure 10] Drawing showing the example of a display of the monitor TV during a game in action for describing the operation example.

[Figure 11] Drawing showing one example of the point corresponding to a role and the event.

[Figure 12] Drawing showing the example of a display of the monitor TV during a game in action for describing the operation example.

[Description of notations]

- 1 Game Equipment
- 2 Poker Game Machine
- 3 Management Equipment
- 4 Display Panel
- 5 Monitor TV
- 6 Console
- 7 Operation Button
- 8 Medal Input Port

9 Ornament Panel
 10 Medal Payout Port
 11 Medal Tray
 12 Stand
 13 First Race Game Display
 14 Second Race Game Display
 15 Display for Ornament
 21 Poker Main Board
 22 I/F Board
 31 Main Board

[Written Amendment]
 [Date of Submission] July 10, 1996
 [Amendment 1]
 [Amended Document Name] Drawings
 [Subject of Amendment] All drawings
 [Method of Amendment] Addition
 [Contents of Amendment]

Figure 1

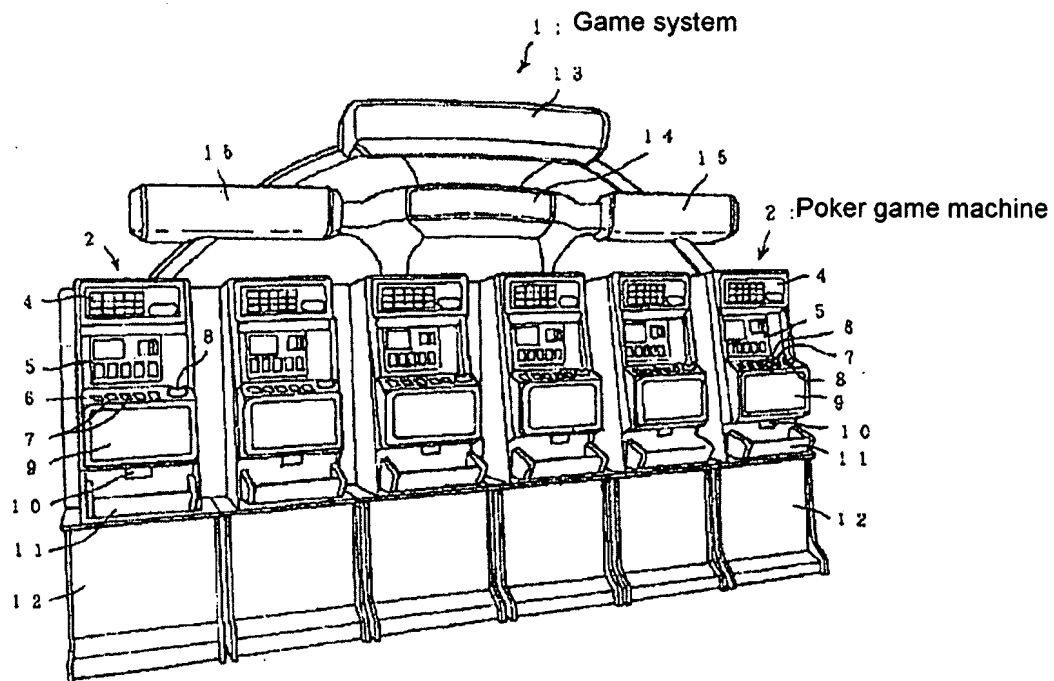


Figure 2

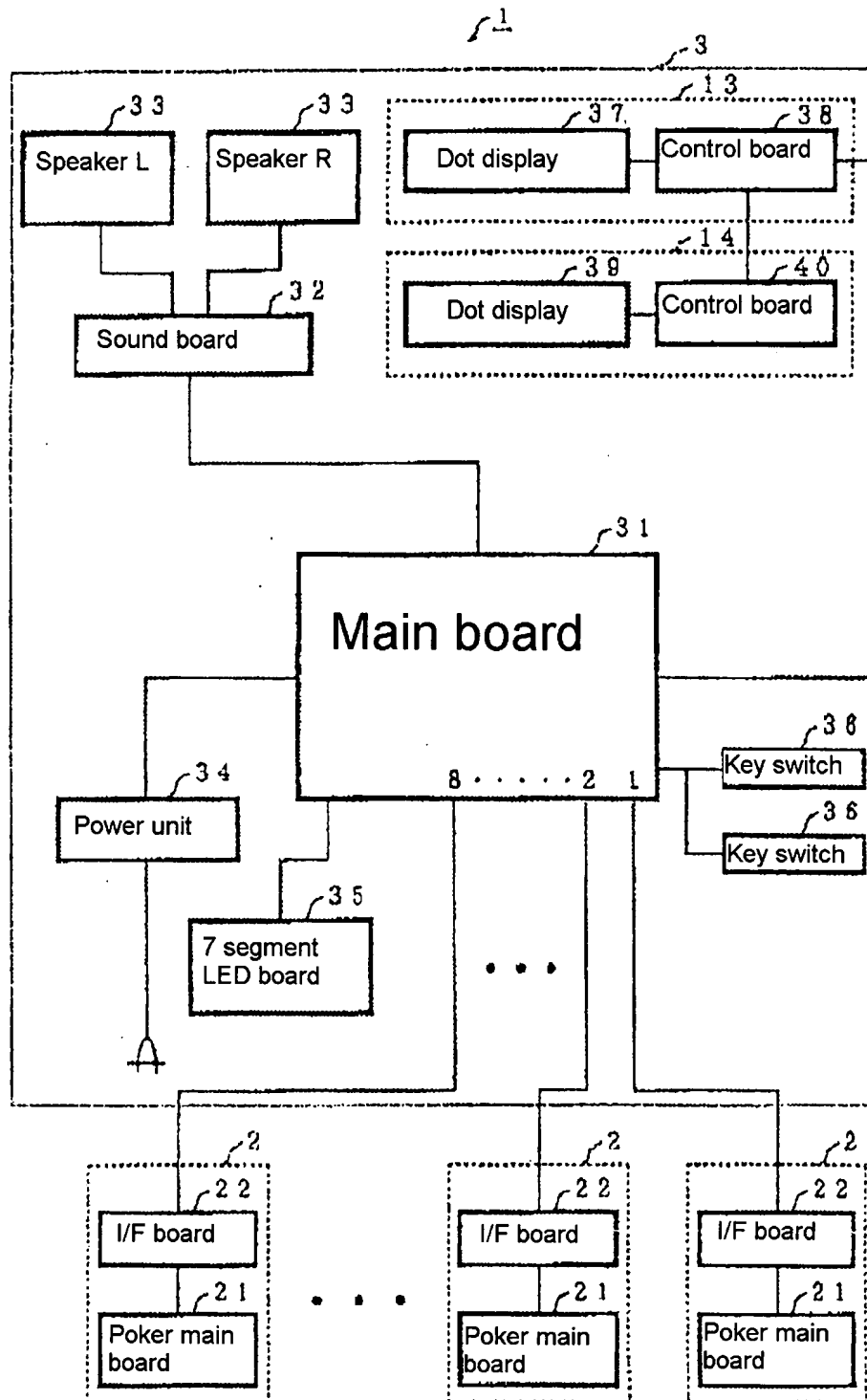


Figure 3

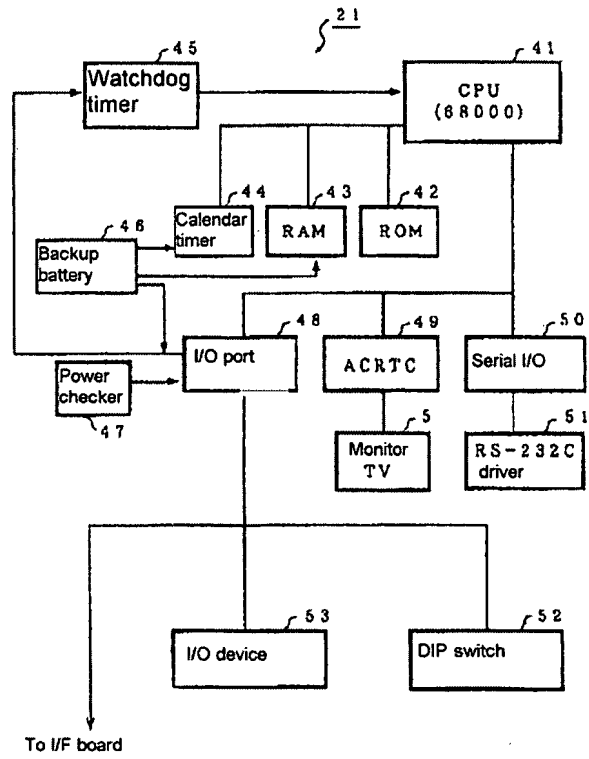


Figure 4

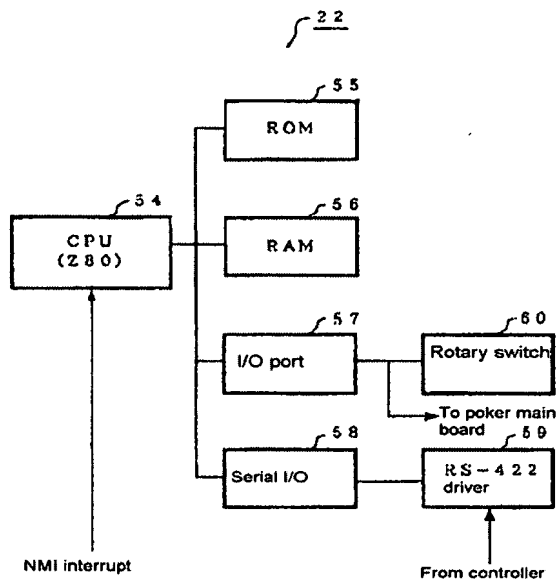


Figure 5

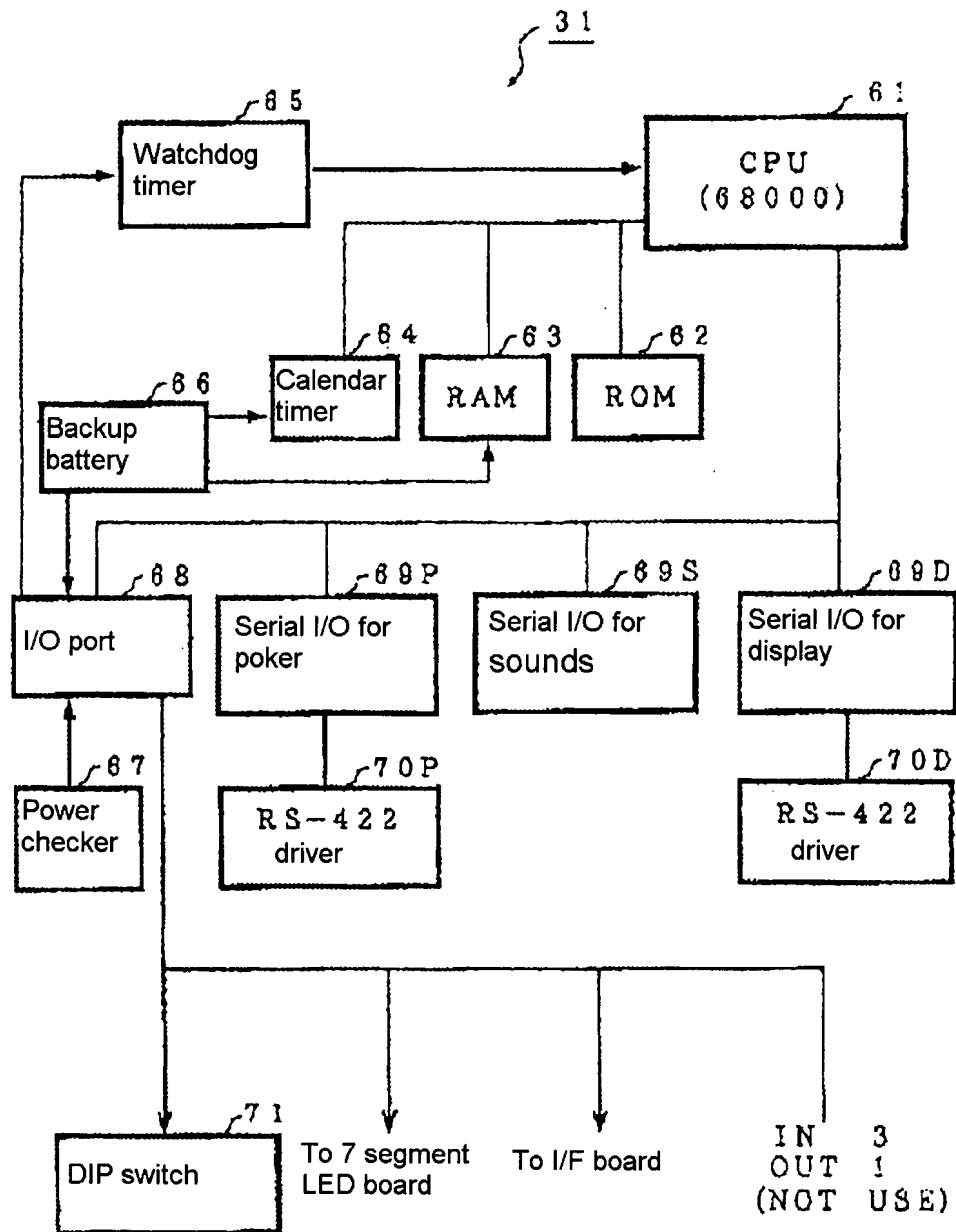


Figure 6

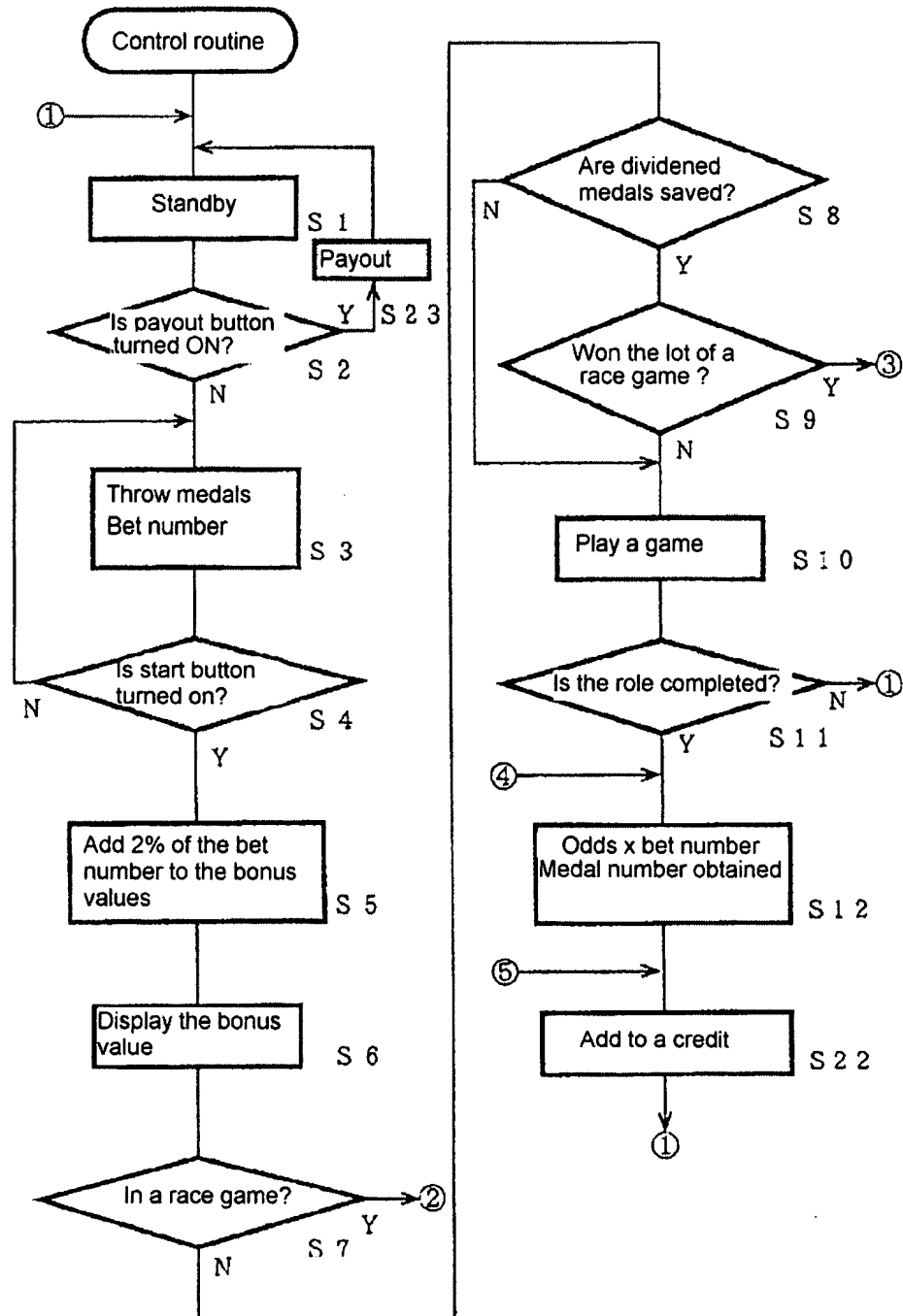


Figure 7

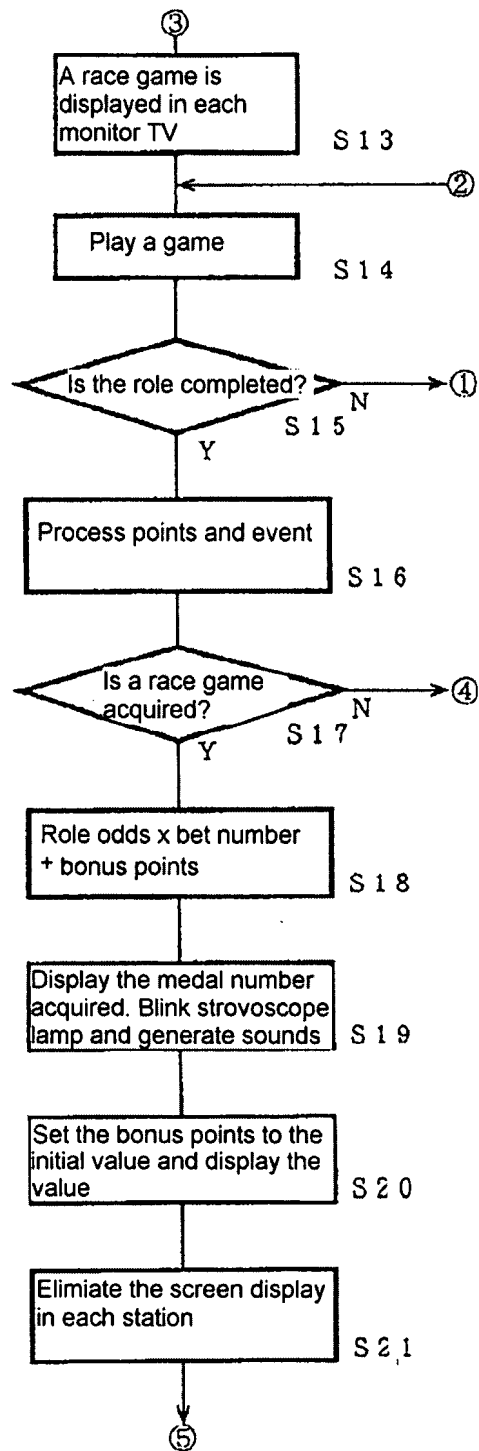
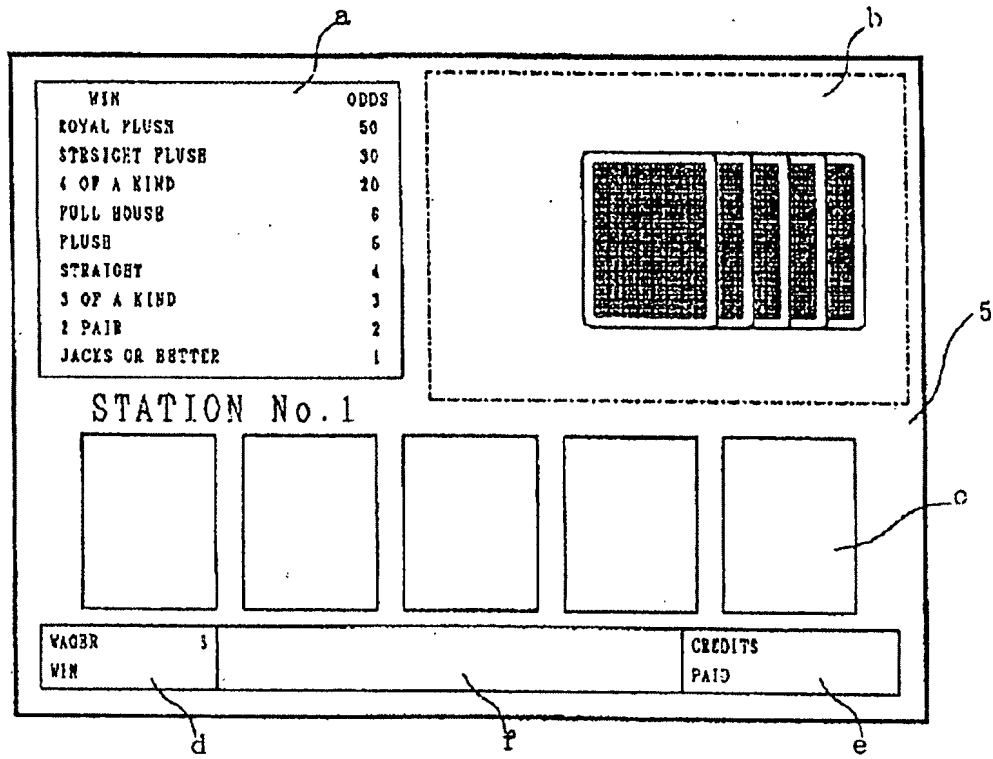


Figure 8



WIN	ODDS	POINTS	INVERT
R P	50	10P×BET	-----
S P	30	7P×BET	-----
4 K	10	5P×BET	TOP CHANGE
P H	6	4P×BET	ALL DOWN
P L	5	3P×BET	TOP DOWN
S T	4	2P×BET	BANK STEAL
3 Y	3	2P×BET	BANK SAVE
2 P	2	1P×BET	BANK IN
J B	1	1P×BET	BANK IN

STATION No. 1

FIRST
RACE GAME
START!

WAGER

CREDITS PAID

The diagram shows a control panel for a slot machine, labeled 'STATION No. 1'. It features a large grid of 5x5 squares, likely for a game or display. The panel includes a 'VAGER' (Bet) section with a 'WIN' indicator, and a 'CREDITS PAID' section. The diagram is annotated with letters a through f pointing to various components.

STATION No. 1

VAGER

WIN

CREDITS PAID

GOAL 123 MEDALS

ST	1	2	3	4	5	6
POINT	0	0	0	0	0	0
BANK	0	0	0	0	0	0

Figure 11

Role	ODDS	Point	Event
ROYAL FLUSH	50	10P X BET	
STRAIGHT FLUSH	30	7P X BET	
4 OF A KIND	20	5P X BET	Can replace the top
FULL HOUSE	6	4P X BET	The points of all the members other than oneself are dropped by 10 points
FLUSH	5	3P X BET	The top points are dropped by 10 points
STRAIGHT	4	2P X BET	Points can be taken from others' banks
3 OF A KIND	3	2P X BET	Points can be paid out from one's bank
2 PAIR	2	1P X BET	Points can be saved in one's bank
JACKS OR BETTER	1	1P X BET	Points can be saved in one's bank

Event processing

- 4 OF A KIND - When multiple players have top points, lots are drawn to select one top player.
- When one is the player with the top points, it is deemed that the event is invalid.
- FLUSH - When multiple players have top points, lots are drawn to select one, and the top points are dropped by 10 points.
- When one is the player with the top points, this event is deemed invalid.
- STRAIGHT - Lots are drawn to select another station from which the points saved in its bank are taken away. Note that even if "0" point is saved in the bank, this event is deemed to have been executed.

Figure 12

a
b

WIN	ODDS	POINTS	EVENT
R P	50	10P×BET	-----
K P	30	7P×BET	-----
K K	20	5P×BET	TOP CHANGE
P H	6	4P×BET	ALL DOWN
P L	5	3P×BET	TOP DOWN
S T	4	2P×BET	BANK STEAL
K K	3	2P×BET	BANK SAVE
P P	2	1P×BET	BANK IN
J B	1	1P×BET	BANK IN

STATION No.1

WAGER
WIN

5

CREDITS
PAID

d
e
c

5

b

a

d

e

c